POWER RANGERS
ROLEPLAYING GAME

A Glutton For Punishment

ADVENTURE AND GAME MASTER SCREEN

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Power Rangers Roleplaying Game

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A GLUTTON FOR PUNISHMENT

"Oh, pity the poor glutton
Whose troubles all begin
In struggling on and on to turn
What's out into what's in."
— Walter de la Mare

This adventure is designed for three to five 1st or 2nd level characters. This adventure takes place in the city of Angel Grove and is a perfect continuation for your 2nd level players after The Fool's Errand adventure included in the *Power Rangers Roleplaying Game Core Rulebook*, as your players' first adventure in the Power Rangers universe, or as a drop-in adventure for any low-level campaign.

Adventure Breakdown

Essence20 Roleplaying System adventures have a specific format that can be followed to find the information you need. Here are the basics:

Text for the GM's eyes only will be written like this and is not meant to be shared with players. This is information for you to know in case you need to describe an area, reveal a Threat, unveil a clue, or have any other knowledge on hand in case your players ask a question about the scene. These are things for the characters to discover on their own, through exploration or social interaction, using their Skill Tests as they see fit.

Text for the GM to describe to the players (verbatim, if you wish) will be written like this and placed in this type of box.

Italicized text like this is something an NPC might say in the scenario, which you may read aloud in character, if you choose to.

Area Descriptions

Area Descriptions will give basic highlights of the location in the adventure. This may include a general description, characters or creatures in the area, or key points or the location. These are also not meant to be read aloud, but instead, revealed as characters explore the area. If a character makes an Alertness Skill Test to look around an area, it is then that the GM will decide, based on the results of the roll, what that character discovers.

NPCs and Stat Blocks

Key NPCs will always be **bolded** in the text. This signifies that the NPC will have a stat block available that the GM can use to learn how to play that character. If the NPC is a friend or someone who is willing to discuss information, a good look at their Social-based Skills will help you roleplay the character. If the NPC is a Threat, most of the important Stat Block information will be what they do in combat. Stat Blocks for adventure-specific NPCs are most often found in the part of the adventure where they show up.

Preparing the game:

To prepare this adventure, the GM (and ONLY the GM) should read this adventure in its entirety to fully understand what to expect. Sometimes clever players can come up with some interesting solutions and knowing what this entire adventure is about ahead of time will better help you (and your players) stay on track.

Adventure Overview:

This adventure takes place in 3 Parts.

Part 1: Your team, after weeks of training, gets a day off at the Angel Grove County Fair, where they can play games, ride rides and eat till their heart's content. Little do they know that they will come face to face with an unwelcome party crasher with a distinctly boarish behaviour. The Rangers will need to jump into action to protect the innocent and stop the intruder, and more importantly, figure out why here, why now?

Objectives: Roleplay some fair games, meet an ostrich, and protect the innocent citizens from a fearsome attack!

Part 2: The Rangers will need to act quickly to cross town and check in on a worried father's daughter, potentially saving her and others from a

catastrophe in the University District.

Objectives: Get to the University of Angel Grove and check on the well being of a particular student that could be in grave danger, and figure out what's causing this chaos.

Part 3: If all goes well, the Rangers will get in contact with Zordon and follow the breadcrumbs (or race to an emergency) to Trang Canyon, where they will face off against their toughest foe yet. If they're not careful, they'll end up as lunch!

Objectives: Race to find the cause of the chaos, rescue the victims of a terrible attack, and save the city of Angel Grove from a gluttonous rampage before it's too late!

Beginning the Adventure

Three days ago, General Rita Repulsa allowed Lt. Baboo (and Baboo's partner in crime, Sgt. Squatt) to unleash their half-baked plan. Baboo, through his chaotic alchemical practices, has devised a food additive, which when added to animal feed, causes the creature that consumes the feed to grow into a ravenous monster that will go on a rampage of gluttony and destruction. This works out perfectly for General Repulsa, since the city of Angel Grove has set up defenses (the Aegis Core) that deny her the ability to teleport creatures directly into the city.

This adventure begins with the Power Rangers enjoying a well-deserved day off after defending the city of Angel Grove from its latest attack.

After weeks of endless, intense training under the watchful optical coprocessors of Alpha 5 and Zordon, you have earned a day off with an all-expenses-paid trip to none other than… The Angel Grove County Fair, a sprawling event set in Fielding Park in the middle of Angel Grove.

Part 1: A Day at the Fair

Story Objective

The objective of Part 1 is to stop the attack on the Angel Grove County Fair and discover what caused it.

The Angel Grove County Fair at Fielding Park

Fielding Park is the largest park in Angel Grove, located in the center of town and used by residents for all types of events. The County Fair has arrived and set up rides, games, performances, and food vendors galore, and the entire city has been buzzing with excitement for the festivities.

Your entire team, out of costume, but still alert due to your training, is beset by a barrage of colored lights, calliope circus music, and a near cacophony of scents including kettle corn, churros, fried pickles, and more. Several food vendors with a selection of street fair foods offer you a large selection of choices.

Food Vendors

The food selections here are:

- Bbq rib hoagies
- Mexican Roasted Corn (spicy!)
- Funnel Cakes
- Chicken Satay (Thai chicken on a stick)
- Double-melted three cheese sandwich
- Corn Dogs
- Deep-Fried Peanut Butter Pickles
- Caramel apple on a stick (very sticky)
- Turkey Leg
- Kimchi (Korean spicy pickled cabbage)
- Cheese on a stick
- Haggis (Scottish meat pudding. Leave it at that.)
- Kettle Corn popcorn
- Chili Cheese Fries

The drink selections here are:

- Mint Julep
- Pink Lemonade
- Thai Ice Tea

GM Tip: This is an excellent chance for roleplay and bonding for the players. It allows them to have fun and explore the world while expressing their characters, which is especially important for newly formed Power Rangers teams.

Eating any 1 or 2 of these fair foods will have no effect on the characters. If a character mixes any 3 or more of them at once (within 30 minutes), the overindulgence has the following effect:

DIF 15 Brawn Skill Test: Upon failure, for the next 2 hours the character that "overate" gains SNAG for both Strength and Speed checks feeling incredibly full and sluggish, perhaps even ill. After 2 hours the SNAG effect clears and that same character will miraculously be famished as if they had eaten nothing. This is simply the nature of too much junk food.

If the character manages to eat that much and succeed on the Skill Test, all NPCs in the vicinity will compliment that character on their iron stomach.

County Fair Games

Among the many rides and entertainment options are games of strength, agility, and smarts. The following games are available for characters to test their skill:

Game of Strength:

A tall, curly mustachioed carnie stands next to a tower, goading the strong to step on up and show off their "manly" strength. Contestants are handed a heavy mallet and instructed to hit a pad that will launch a small puck up a metal track along the tower. The person who rings the bell at the top wins the prize. Several strapping men, young and old, gather around for their chance at glory. When the carnie spots the group of characters, he will grin at them widely. He will single out the strongest looking person among group and address them, asking them to step right up.

> *"Step right up! Let's see if YOU have what it takes!"*

This is a game of Strength. Anyone who attempts to strike the pad with the mallet in this game must choose to make an Athletics or Might Skill Test.

GM Tip: For example, if the player describes dramatically that they decide to measure the distance of the mallet to the pad before swinging and, then in mid-swing, squats down adding their body weight at the last second, they would then qualify for a shift in their die level.

DIF 20 ATHLETICS/MIGHT SKILL TEST:

The character strikes the pad with incredible force and precision. The puck slams the bell at the top, lights on the track go off and the peel of the bell can be heard all around. Everyone in the area stops to see who this Herculean champion is! A few try to take selfies with the character. The carnie will pull any character who makes the skill test to the front and loudly declare them a winner, offering them a prize of their choice:

- a football
- a soccer ball
- a taco shaped sling bag/purse
- a giant stuffed unicorn
- a yellow teddy bear
- a stuffed ostrich
- a floppy eared dog
- a stuffed Red or Pink Mighty Morphin Ranger.

ROLLS BELOW 20:

Roll result of 11-19: The puck makes it 3 quarters of the way up, and many of the big men surrounding the game clap the contestant on the back as if to say, "good try." No prize.

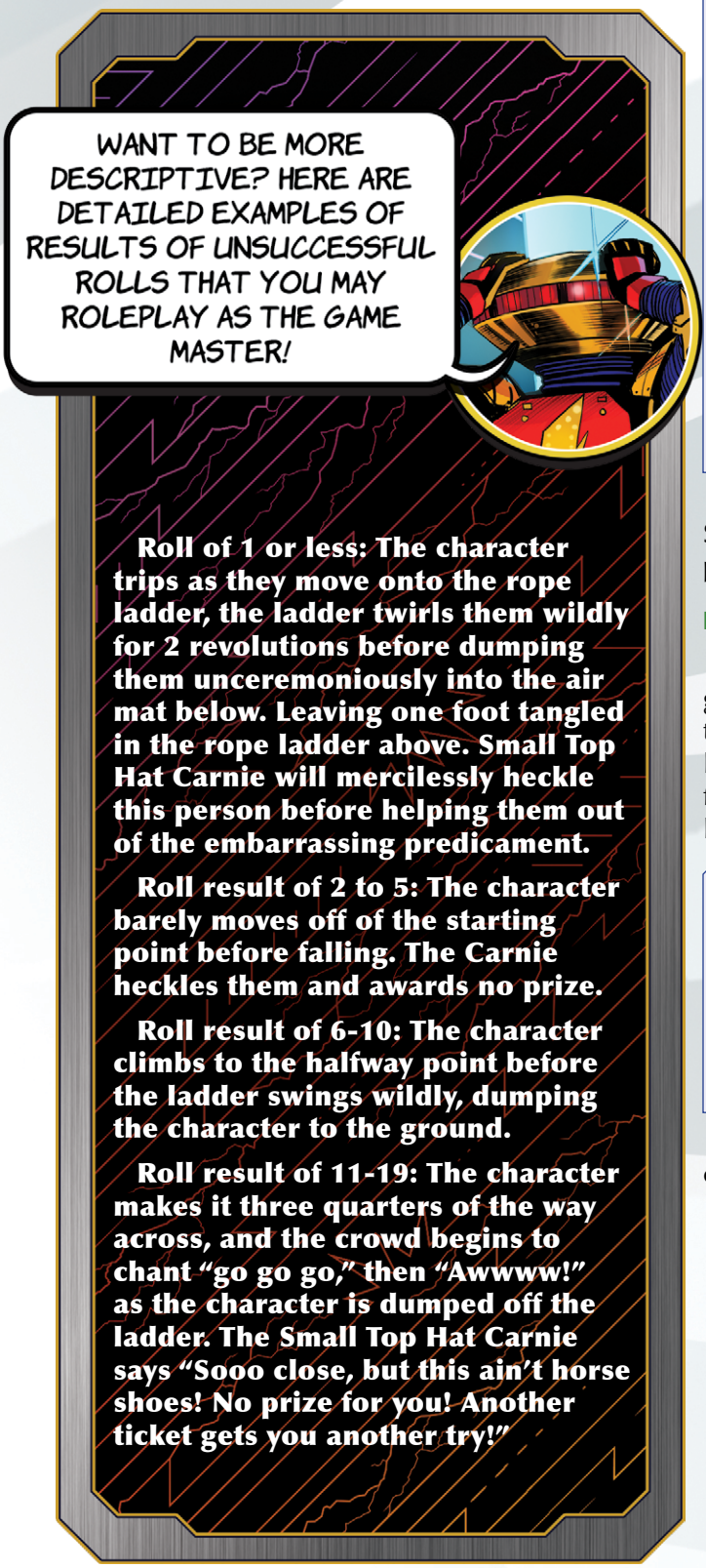
Roll result of 6-10: The puck barely leaps to the halfway point, and the carnie earnestly apologies. No prize.

Roll result of 2 to 5: The puck barely moves off of the starting point, and the carnie jeers them. No prize.

Roll of 1 or less: The character misses the pad entirely, and the mallet slips out of their grasp, flying into the crowd behind them. The mallet nearly hits a passing ostrich on a leash named Clancy. Clancy the ostrich is not amused and now considers this player a foe.

Game of Agility:

This rope-climb game is a test of dexterity and climbing. Three foot wide bars of brightly painted wood are tied together with lengths of rope that are too slack and wobbly for an easy or sturdy climb up the ladder. A bell at the top of the ladder signifies that a patron has made it across, although few people ever do. A short-statured carnival worker wearing a small top hat heckles a teen as he attempts to move across the ladder.



Roll of 1 or less: The character trips as they move onto the rope ladder, the ladder twirls them wildly for 2 revolutions before dumping them unceremoniously into the air mat below. Leaving one foot tangled in the rope ladder above. Small Top Hat Carnie will mercilessly heckle this person before helping them out of the embarrassing predicament.

Roll result of 2 to 5: The character barely moves off of the starting point before falling. The Carnie heckles them and awards no prize.

Roll result of 6-10: The character climbs to the halfway point before the ladder swings wildly, dumping the character to the ground.

Roll result of 11-19: The character makes it three quarters of the way across, and the crowd begins to chant "go go go," then "Awwww!" as the character is dumped off the ladder. The Small Top Hat Carnie says "Sooo close, but this ain't horse shoes! No prize for you! Another ticket gets you another try!"

"Out of the corner of your eye, you catch the sudden movement of a teenager, sprawled out, precariously balanced on an ascending rope bridge. The single rope construction makes the crawling climb nearly impossible. The teen grabs the next rung when all of a sudden, the entire ladder begins to wobble and warble. The rope ladder flips, dumping the laughing teenager into the air-filled mats below.

The carnival worker heckles, "*Looooser! But you gave it a good try! Let's give him a hand... or maybe two? Looks like he could have used them about 10 seconds ago, am I right? So, whooooo's next? Who will be as brave as this young gentleman? Who will tackle the ROOOOOPE BRIDGE?*"

This is a game of agility. Like the game of Strength, this game is tilted against the majority of people attempting to win.

DIF 20 ACROBATICS SKILL TEST:

The character scales the ladder with incredible grace, moving the opposite hand and foot not on the rungs but along the outer edges of the rope ladder. Keeping their center of gravity low and tilted forward, they cross the impossibly unstable rope ladder, barely disturbing it. The crowd cheers!

The only person with nothing to say about this success is the Small Top Hat Carnie, who looks at you, then the rope ladder in disbelief.

She stammers, "*Uh, wow... How'd...? Wow... You win a prize! Which one do you want?*"

The Small Top Hat Carnie gives the PC their choice of Prize. They may select from:

- a basketball
- an inflatable baseball bat
- a cupcake shaped backpack
- an inflatable alien wearing an Angel Grove Area 52 jersey
- a stuffed cross-eyed bumble bee
- a cute purple monkey
- a stuffed ostrich
- a stuffed Yellow Mighty Morphin Ranger.

GM Tip: This roll can be affected by the over-eating effect described above in the Food Vendors section. **If a character isn't actually specialized in the Acrobatics Skill, their roll will suffer a Snag. Very few people are meant to win at this game.**

If a PC has some special strategy for beating this game, and give a clever or colorful description of how they attempt it, the GM may give that player a ↑1 for their Skill Test attempt.

Game of Smarts:

A stylish gent with a perfectly oiled mustache points at the crowd, standing in front of a table with a single wooden pin standing on the center. He wears a rakish boater hat and holds a cane in the air as he beckons the crowd.

"Ladies and Gentlemen, boys and girls, come one, come all, to see if you have the strength... see if you have the agility, see if you have the razor sharp reflexes to win a prize at the SWING-A-LING!"

The Rakish Cane Gent points his cane at a wooden pin sitting on a table. Above it hangs a ball suspended from a rope which he grabs, pulls and releases with a flourish. The ball swings past the pin and then knocks the pin over as it returns! The Rakish Cane Gent retrieves the pin from the floor and returns it to the center of the table...

GM Tip: The Rakish Cane Gent will try to engage and pull in the character with the highest Social first, then the character with the highest Strength, and finally the character with the highest Speed. He will actively avoid the character with the highest Smarts! This, of course, allows the PC with the highest Smarts to examine the game without interruption.

DIF 15 SCIENCE/MATHEMATICS SKILL TEST

The character with the highest Smarts Essence Score may make a Science or Mathematics Skill Test roll when inspecting the game. A successful roll informs the character that this game leans on geometry and physics. Although it looks quite easy, basic physics suggests that the ball will return in an arc the same distance from the pin on the return swing, meaning the ball will miss the pin completely on its way back. Knowing this, it is "possible" for a very smart person to win at this game, although you would need to be very clever or extraordinarily lucky. The other players do not get to make this roll as the Gent has their attention and seeks to purposely distract anyone who intends to play his game.

If the "smartest" character successfully recognized that the Swing-A-Ling game is based on physics from the above skill test, that PC gains an Edge when making their Skill Test Roll when attempting this game.

DIF 20 FINESSE OR SCIENCE SKILL TEST

On a successful roll, the character releases the ball at the pin, knocking it over perfectly in the backswing.

You release the ball at the pin, calculating for what you believe to be about a 4% initial collision at an approximate angle offset of 7 degrees. The ball whizzes through the air at the end of the string just barely brushing the pin as it arcs past. The ball's trajectory changes slightly at the apex of its arc, the light impact causing it to quickly spin on the end of the string. The ball arcs back downward at a slightly different angle than it rose and hits the pin, releasing its kinetic energy from its new angle and fast spin. The pin flicks off the table, caught at the last moment on the end of the Rakish Cane Gent's Cane!

The Rakish Cane Gent gives the PC their choice of Prize. They may select from:

- a 1lb salt-water taffy candy bar
- an oversized pair of pink sunglasses
- a cheeseburger shaped backpack
- a stuffed teddy panda
- a stuffed blue dolphin
- a stuffed ostrich
- a giant multicolored puzzle combination cube
- a stuffed Blue or Black Mighty Morphin Ranger.

Roll of 1 or less: At the moment of release the PC becomes distracted by the cheers of a nearby event, throwing the ball too powerfully and far outside the mark. The ball swings well past and around the pin, continuing on a wild loop. The Rakish Cane Gent ducks as the wild swing nearly knocks his hat off and the ball arcs wildly towards where it began smacking a young girls paper plate of funnel cake out of her hands! The funnel cake flys over her shoulder and into the face of her father, dusting his entire face with a fine helping of powdered sugar!

Clancy the Ostrich:

As the characters explore the Fairgrounds, sounds of the elation of children and adults alike come from an area ahead, as they rush to gather around a magnificent creature: an Ostrich being led by a friendly looking Animal Handler. The Animal Handler holds the regal bird's leash, and two other animal handlers keep space between the crowd and the 7 and a half foot tall bird.

The Animal Handler gives the leash a bit of slack and lets Clancy explore her surroundings. Clancy's eyes are sharp, and her brain is primal. She can sense the nearby Power Rangers and makes her way over to have a closer look at them.

Clancy's large eyes look into the souls of the characters, searching for the character with the highest Social Essence Score.

The ANIMAL HANDLER speaks, using a collar microphone to amplify his voice for the crowd.

"We'd like you all to meet Clancy the Ostrich. Clancy is a blue-necked or Somali ostrich from the country of Somalia in Africa. Clancy weighs 280lbs and is the same height as the tallest professional basketball player. Clancy can use her giant, well developed eyes to see up to two miles away, and can run up to 43 mph (70kph). That means that Clancy could finish a marathon in 40 minutes! You don't want an Ostrich mad at you! Now if Clancy's wing feathers puff up and get ruffled, you know she doesn't like you. But if she gives you a light peck on the hand, then Clancy probably thinks of you as a friend...or she thinks you have food. What do you think of all these nice people Clancy?"

Clancy will get a first impression of each character, in order of Social Essence Score, and she will determine if each is a friend, a foe, or if she will simply ignore them. Clany will approach the character with the highest Social first.

The Roll can be augmented as follows.

DIF 15 ANIMAL HANDLING OR STREETWISE SKILL TEST:

A successful roll will endear the character to Clancy, who will see them as a friend. Clancy will always recognize the character and hold them in high esteem. The Animal Handlers will declare to everyone that Clancy has found a friend and that the PC must be a very good person, because "Clancy is a good judge of character."

For the rest of the adventure, look for the "Friend" result in later encounters concerning Clancy. The Animal Handlers will recognize this and declare that Clancy has accepted this person as one of her own -- a very rare sight indeed!

On a result of 20 or higher, not only does Clancy see the character as a friend, but also a part of the "Tribe of Clancy." Feel free to read or paraphrase the following:

You look into a large beautiful eyeball 5 times the size of your own, and see yourself in the reflection, Clancy's large lashes blink slowly. Clancy then lightly pecks you once on the right shoulder, once on the left shoulder and finally once upon the top of your head. Clancy then takes a small step forward to lay her head on top of yours in something like a bird hug as if to say, *"you are one of us."*

For the rest of the adventure, look for the "Friend" results in later encounters concerning Clancy. This character may also receive extra bonuses because of the special "Tribe of Clancy" result!

DIF 6 (UP TO 14) ANIMAL HANDLING OR STREETWISE SKILL TEST:

Clancy decides that the character does not live up to her high standards, and she will **ignore** them. She may choose another character to analyze or wander off to examine the lady holding a pretzel nearby.

The Roll can be augmented as follows.

- PC gains ↑1 if the PC's origin works with animals
- PC gains EDGE if the PC is carrying a stuffed OSTRICH won from any of the Fair games.
- PC incurs SNAG if the PC accidentally released the "Striker" hammer from the strength game at Clancy by rolling a 1 earlier (See "1" result: Game of Strength, above).

FAILED TEST: THE WRATH OF CLANCY

Failed rolls result in Clancy branding the character a foe. Fear the Wrath of Clancy! Clancy's wings spread out as Clancy tilts forward. Somehow, this bird is suddenly terrifying.

Clancy considers the character(s) before them an enemy and will try to deliver a nasty peck to the top of the character's head. Although the peck won't wound, it will sting, and the animal handlers will try to move Clancy away, distracting her with snacks. For the rest of the game, Clancy will harass and glare at the character whenever given the chance. On subsequent encounters, Clancy may attempt to take items from the character out of pure spite, and these opportunities will be marked by "Foe" entries.

After Clancy has met the PC the Animal Handlers will take Clancy on her way to meet the other Fairgoers. Ask the players which Game they want to play next (or which ride, or which food they want to try)!

GM Tip: This encounter is meant to be introduced between the Fair game events, although characters may come across it at any time. This result of this encounter will probably not change the ultimate outcome of the game, but it can shift the spirit of the game towards one of humor and fun.

If you choose to introduce Clancy the Ostrich in Part 1, you will have a chance to reintroduce her again in Part 2 and 3 in quick, fun cameos. You may even decide that Clancy the Ostrich escapes into Angel Grove, Kotoro Hills, Trang Canyon or even the San Angeles Mountain Range, to make cameos as you see fit in future adventures.

FAIR INTERRUPTED

Until a few minutes ago, **Pudgy Pig** was a normal prize-winning pig named Cupcake, who had just won First Place in the Overall category at the Angel Grove Fair Swine Showing Competition (nicknamed "The Hogathon"). Unfortunately for Cupcake, his owner, Farmer Sorich, had been visited by Lt. Baboo and Sgt. Squat, who left him several bags of Baboo's Mega Feed among Farmer Sorich's other animal feeds. "Feed is feed" as far as Farmer Sorich was concerned. Thus, he fed Baboo's Mega Feed to Cupcake. With sunlight being the alchemical catalyst, Cupcake, upon taking center stage in full sunlight, transforms into Rita Repulsa's monster, Pudgy Pig during the medal presentation. That's when the screaming begins.

If the characters visit The Hogathon, this encounter can begin as they watch the award ceremony. Otherwise, after the characters have had some time eating, playing fair games, or even getting on some of the rides, they will hear screams and a panicked voice over a distant loudspeaker:

Fairground Events

Here are a few more things players may wish to do and explore around the fair. Feel free to roleplay as the characters participate in the various events, if they choose to:

- **Ferris Wheel (Ride)**
- **Bumper Cars (Ride)**
- **Bouncy Castle (Ride)**
- **Bobbing for Apples (competition game using a DIF 13 Finesse Skill Test, with a majority of successes out of 6 rolls wins.)**
- **Angel Grove Fair Swine Showing Competition, where a pig named Cupcake has just won first prize!**
- **The Zipperwhip (a spinning, swirling ride that affects those who ate too much in a bad way)**
- **The Food Court**
- **Giant Inflatable Slide (Ride)**
- **The Petting Zoo**
- **Mechanical Bull Riding (DIF 13, 16, and 20 Might Skill Test in three successive rolls to win a prize)**

Ladies and Gentlemen please remain calm! Farmers please retrieve your...MY GOODNESS, WHAT IS THAT!?!? RUN! RUN FOR YOUR LIVES!!!

The fear in the announcer's voice creates hysteria. Fear sweeps through the crowd causing everyone in the Fairgrounds to panic and run for the exits!

Depending on the reactions of the characters, the GM has the following to take note of:

- If the characters declare "It's Morphin' Time" or something similar, remind them that they'll need to find somewhere less public to change but that can be done. Award them a Story Point for keeping up the spirit of the game.
- If a character tries to contact Zordon or Alpha, there is no immediate response (Zordon and Alpha 5 are actually deep below the Command Center prepping the Ranger's Zords and will be out of contact).
- The majority of fairgoers run away from the Animal Showing Arena, but some of the people in the back of the crowd are falling down or getting roughly knocked aside.

Pudgy Pig Goes Ham!

Pudgy Pig is dressed in a Roman Legion helm, holding two full french fry fryer baskets up victoriously. He is wearing a blue ribbon that says "1st Place" on it.

"Vive la Revolution! And gimme some ketchup!"

Pudgy Pig's main objective is to eat, and as he eats, he gets stronger. Before combat begins, Pudgy Pig sees a young boy holding a large waffle ice cream cone, who has been knocked to the ground! The ravenous mutant boar drops the empty fry baskets, grabs the young boy by the wrist and hefts the boy by one arm. He then snatches the ice cream cone for himself and tosses the child over his shoulder far into the air.

"Ohhh! Butter Pecan and Strawberry! NomNomNom! Doh! Brainfreeze!"

DIF 10 MIGHT OR ACROBATICS SKILL TEST

A successful roll allows the character to break the boy's fall. If the player describes how their character heroically saves the boy, award the group a Story Point.

If the boy is not caught, he is flung through the air, landing with a squeaky bounce in the middle of the inflatable air-slide ride, where he slides down, looks around wildly, and runs to safety! Unfortunately, the next people in Pudgy Pig's path won't be so lucky.

Bringing Pudgy Pig to zero Health forces the last bit of Baboo's Mega Feed out of his system, immediately causing Pudgy Pig to revert to his original form, a 1100lb hog named Cupcake. There is nothing special about Cupcake, beyond the first prize badge and his enormous size, now that the Baboo Feed is out of his system.

GM Tip: The following combat can be run in a few different ways depending on the level of the characters.

Easy Mode (Level 1 Characters):

Easy Mode is a basic combat vs. an under-fed Pudgy Pig. In this mode, the Swine Revolution (the pigs and swine running about) will clear the area as the Rangers clash with Pudgy Pig, not interfering with the fight.

Tactics: Pudgy Pig will start combat with 3 Damage and spend his first 3 rounds attempting to charge into the nearest food vendor or trash can to eat food, so he can use his Healing power. He will only attack a character if they stand between him and his food. Once Pudgy Pig has eaten on three rounds, he will attack the characters.

Normal Mode (Level 2-3 Characters):

Normal Mode is a basic combat vs. the Pudgy Pig, as well as the chaos of the Swine Revolution bumping the Rangers around, making footing difficult and combat unpredictable. The area is considered Rough Terrain.

Tactics: Pudgy Pig will start combat with 1 Damage and spend his first round to use a Hunger Charge on his turn in initiative. Then, on his next 2 rounds Pudgy Pig will attempt to move into the nearest food vendor or trash can to eat food and heal, only attacking if the characters stand between him and his food. On round 4 Pudgy Pig will attack the characters, even if unprovoked.

Mighty Morphin Mode (Level 3+ Characters):

This advanced combat pits the characters against a Pudgy Pig that begins the fight at full strength. He will maximize his powers and choose to eat and heal whenever he is able to.

The Swine Revolution

Pudgy Pig has a frenzying affect on the pigs and swine in the area. These champion swine way an average of 1000 lbs (453.5Kg) so even though they aren't actively attacking they will constantly be running around Pudgy Pig (searching for food scraps left on the fairgrounds) they are a nuisance with the following affect:

The 30′ area around Pudgy Pig is considered Rough Terrain for characters but not for Pudgy Pig, as the swine follow his lead.

Any ranged attacks that require the Targeting Skill to succeed incurs a ↓1 because of the constant bumping and jostling of the champion sized swine running amok.

Attacking any single swine does nothing as the chaotic stampede of swine running around this area isn't affected by any one pig. They will settle down and disperse once Pudgy Pig is defeated.

PUDGY PIG

(Choose starting Health based on battle mode as described above)

THREAT LEVEL: 4

SIZE: LARGE | **HEALTH:** 8

TOUGHNESS: 15 | **EVASION:** 15
WILLPOWER: 12 | **CLEVERNESS:** 10

GROUND MOVEMENT: 30 feet

SKILLS:

Targeting (Powers) +d4*
Initiative +d4
Alertness (Perception) +d4*
Might (Natural Weapons) +d8*
Languages: English, Putty

ATTACKS:

Gore (Natural Weapon): +d8* (Toughness, 1 Sharp Damage)

Pudgy Pig has razor sharp trotters that are used as his Melee Weapon Attack. Pudgy Pig may not make two gore attacks in consecutive turns.

Whirling Vortex (Powers): +d4* (Evasion)

Pudgy Pig exhales a white, cloudy gas in a 30-foot cone. Each affected creature in that area is demorphed and pushed back 80 ft.

POWERS:

Healing: Every time Pudgy Pig eats something edible, his Damage heals by 1.

Gridblink (2/Scene, Move): Pudgy Pig magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Hunger Charge (2/Scene, Free): If Pudgy Pig moves at least 20 ft. straight toward a creature and then hits it with a Gore attack on the same turn, that target will be knocked prone. If the target is prone, Pudgy Pig may make an additional Gore attack against it as a free action.

HANGUPS:

Spicy Food: If Pudgy Pig eats spicy food, he will get sick, stop all movement, and become incapacitated for one round. All attacks on Pudgy Pig while he is incapacitated gain Edge.

CLANCY UNLEASHED!

Clancy the Ostrich runs through the chaos, with a broken leash trailing behind her. The Animal Handlers chase after Clancy, calling to each other to coordinate catching her.

All of this chaos has set Clancy off, and she is simply not "having it." Freaked out, Clancy has started running, unbound and free! Clancy will run directly through the combat, high stepping over the Swine Revolution to get out of the area.

If the characters have met and dealt with Clancy earlier, then Clancy will react as follows, taking one round for each player in their initiative order:

Foe. Fear the Wrath of Clancy: Clancy pecks the character on the head with a Might d6* attack, as she runs by. Whether this hits or not, Clancy shoots that character a dirty look and turns the corner, escaping to freedom.

Ignore: Clancy runs wildly through the scene approaching the character, then steps over (or on) them in a rush to be free.

Friend: Clancy runs through the chaos and recognizes the character, then turns on a wing and begins pelting Pudgy Pig with harmless yet annoying pecks for two rounds. This befuddles and confounds Pudgy Pig, causing him to lose his Action for each of the two rounds. A friend of Clancy will gain an Edge when attacking Pudgy Pig until Clancy disengages from Pudgy Pig.

Tribe of Clancy: Clancy charges into the chaos, finds the character who is part of his Tribe, and joins forces to attack Pudgy Pig, using her Might d6* attack each turn until she successfully hits him. This befuddles and confounds Pudgy Pig, causing him to lose his Action for round after being hit. A character in the Tribe of Clancy will gain an Edge when attacking Pudgy Pig until Clancy disengages from Pudgy Pig.

GM Tip: Clancy is meant to be free and return for later "Clancy sightings" in this adventure. The characters might mean well and attempt to capture Clancy with a **DIF 30 Animal Handling or Persuasion Skill Check**, but Clancy will always find a way to break free before the next Clancy Sighting.

Farmer Sorich

At the beginning of combat, a man holding a large frog under one arm and some type of riding crop above his head, attempts to make his way through the stampeding swine towards Pudgy Pig. He is dressed in overalls and a straw hat and is the owner of Cupcake, the winner of the Hogathon.

> ***"Cupcake! Cupcake what has gotten into you!? You get back here right this instant! We won first prize silly!"***

Farmer Sorich attempts to calm Pudgy Pig down each round, but he is always unsuccessful and mostly in the way.

Once the Pudgy Pig is defeated and turns back into Cupcake, a worried but happy Farmer Sorich will approach quickly, holding his frog under his arm.

"What in tarnation!? The actual Power Rangers here to save my Cupcake! The missus back at the farm is never gonna believe this! Is everyone alright? I hope my Cupcake didn't hurt anyone. How can we ever thank you, Rangers?"

If Famer Sorich is questioned about Pudgy Pig, he knows the following points:

His name is Micky "Farmer" Sorich, and he has a lucky pet toad named Lollihops. He brought his prize hog, Cupcake to enter (and win) the Hogathon competition.

His family farm is located in Trang Canyon.

Farmer Sorich honestly doesn't know what came over Cupcake. He says, "I just walked Cupcake out in the middle of the Showing Arena, and he stood up and started screaming about 'revolution!'"

He just started using new feed for Cupcake, which he claims has made Cupcake healthy and energetic. He says, "Round about last week 4 bags of some kind of 'Mega Feed' arrived along with my normal delivery of animal feed. I've been mixing the Mega Feed into Cupcake's normal food! Gave one sack of it to our daughter, as she needed a little something extra for her chickens she keeps at university, and we still have one sack back at the farm. You don't think that could have caused all this trouble do you?"

If the characters come to the conclusion that the feed is the source of the trouble, Farmer Sorich will beg them to go check on his daughter at the University of Angel Grove.

If the characters do not follow the feed clue, Farmer Sorich will call his daughter on the cell phone, and screams with cries for help will be heard from the other end!

Farmer Sorich has a truck and if asked, is more than happy to drive the Rangers with most of them sitting in the back of his pickup next to Cupcake.

TRAVELING

Because Zordon and Alpha 5 are out of communication, deep below the Command Center, the Rangers are on their own for traveling. They will have to find a way to get from Fielding Park to the address in the University District given them by Farmer Sorich, or to the Sorich Family Farm up in Trang Canyon.

Allow the players to figure out how they will get around, either as Power Rangers or as their Alter Egos.

They have options, and you can use this "getting around" event as an interesting and fun breather before Part 2 in this pre-Zord phase of their heroics.

Part 2: University Coup

Story Objective

The objective of Part 2 is to find Emmy Sorich and rescue the students at the University of Angel Grove from a brutal attack.

The University of Angel Grove

The University campus is larged, dotted with large school buildings, libraries, and campus housing. Emmy Sorich's dormitory is located at the address provided by Farmer Sorich.

Mallow Hall Dormitory

Mallow Hall Dormitory is a five story student residence, comprised of dozens of small dorm rooms that each house two students. Inside the building, there is one elevator, which is terribly slow, and one set of stairs with access to each of the five floors and the rooftop.

Outside the building, there are students walking, biking, and using e-scooters, as they make their way to and from classes. A student is currently dragging his bicycle out of the security doors of the building.

If the characters react quickly to catch the door of the building before the student exits and it swings closed, they will have no problem entering Mallow Hall. If they hesitate, they will watch the door swing shut and have to wait 5 minutes for another student to exit or enter. The characters may take any of the following actions:

Wait for someone else to open the security door for them. This will take 5 minutes of waiting, allowing the enemies to "dig in." As a result, when the characters face the Threats upstairs, all enemies get ↑2 in the first round on all attack rolls, and ↑1 in the second round on all rolls. Round 3 and after proceed as normal.

Breaking the door requires a successful **DIF 14 Might Skill Test**.

Picking the Lock requires two very thin pieces of metal or lock picks and a successful **DIF 15 Infiltration (Stealth) Skill Test**.

"Tech Hacking" the door's locking mechanism using a computer, the internet, radio signal or rewiring the callbox requires a successful **DIF 18 Computer Skill Test**.

Cold Calling another random person in the building on the callbox, trying to get them to "buzz" the door open requires a **DIF 15 Persuasion or Deception Skill Test**.

Persuading the student on the bicycle (if the door has already closed behind him) to open the door for them as he leaves maywork, but he's already late for class, so this will require a **DIF 20 Persuasion or Deception Skill Test**.

Stairwell

If any character chooses to take the stairs for more than one floor, a **DIF 10 Endurance Skill Test** is required. If unsuccessful, their first round of combat after running up the stairs will be at ↓1, due to being out of breath. Taking the stairs from the 5th floor to the roof does not incur this penalty.

5th Floor

This floor has several dorm rooms with doors lining the hallway. Several students cautiously peer out of their rooms. Suddenly, wood splinters into the hallway, as one of the dorm doors shatters and the body of a young woman slams against the hallway wall.

A Putty Patroller runs and stands over the fallen woman, who is doubled over in pain. The gawking students run, many slamming their doors shut, while others simply scramble for safety!

Putty Patrollers

Six Putty Patrollers have broken into Emmy Sorich's dorm, searching for the leftover Mega Feed on orders from Baboo and Squatt. Unfortunately, Putty Patrollers are not the brightest minions, so they are looking in the wrong place, tearing Emmy Sorich's dorm apart. Even worse, Emmy's roommate Anika Patel was in her room studying when they arrived, and the Putty Patrollers did not hesitate to attack her. They have just thrown her through the front door when the characters arrive.

The Putties continue to search (unsuccessfully) for the Mega Feed, and when they don't find it here, they start to search other dorms putting many students in danger. They do not see the Rangers until they enter Emmy and Anika's dorm room.

There are two Putties in Emmy's bedroom, two Putties in Anika's bedroom, one in the living room, and one in the entrance area/kitchen. All six Putties immediately attack if they detect the Rangers and fight until they are defeated.

Putty Patrollers (6)

THREAT LEVEL: 0

SIZE: COMMON | **WOUNDS:** 1

TOUGHNESS: 13 | **EVASION:** 10
WILLPOWER: 10 | **CLEVERNESS:** 10

GROUND MOVEMENT: 30 feet

Putty Patrollers, commonly referred to as "putties," are the foot-soldiers of General Rita Repulsa and other evil space aliens who are set to destroy the Power Rangers and take over Earth. Made of putty clay in Finster's Monster-Matic, putties serve as fodder and distraction as deadlier monsters carry out their nefarious plans. Putty patrollers are sent to Earth in groups, appearing as if out of nowhere, and while they are not intelligent, they carry out their orders without question and are loyal to their masters.

Each putty patroller is a molded clone, with no individual personality. While physically weak compared to most other monsters, they are still far stronger than an average human and their multiple numbers can easily overpower even the strongest Power Rangers. Mass casualties of putty patrollers do not matter to their creators, as their broken down clay is just recycled to make more.

SKILLS:

Might (Martial Arts) +d4*

Languages: Putty, understands Common (?)

ATTACKS:

Unarmed Combat (Martial Arts): +d4*

Putties are naturally skilled in hand-to-hand combat.

PERKS:

Surprise Attack: The Putty gains Edge on attack rolls against any creature it has surprised.

Power in Numbers: The Putty gains Edge on an attack roll against a creature if at least one of the putty's allies is within 5 feet of the target.

HANGUPS:

Easily Distracted: Deception checks to divert a Putty's attention elsewhere using a prop or something happening in the scene gain ↑1.

Anika Patel

Ankia is Emmy Sorich's roommate. After combat is concluded, Anika is a bit shaken and will definitely have some bruises, but she is otherwise ok. She is thankful for the Power Rangers' help, and she won't stop them from investigating the dorm room or asking questions. This is what she knows:

- She honestly has no idea why the Putty Patrollers attacked her or why they were here.
- Anika knows the Emmy Sorich is an Agricultural Major with a focus on Sustainable Food Growth, but knows little else aside from thinking that Emmy is a good roommate. They are both busy with their separate studies at UCAG.
- Anika saw a large bag of "feed" that Emmy took with her up to the chicken coop on the roof of this apartment building about a day ago.
- Anika last saw Emmy about 2 hours ago. She was headed back up the roof, where there is a Rooftop Chicken Coop.
- She is a pre-med student and needs to get back to studying, after calling management about the door and picking up the mess the Putty Patrollers made of course. There is no way she is going to tell her parents what just happened. If they would hear about this they would be the end of her dorm life.
- Anika would very much appreciate a selfie with the Black Ranger. She thinks the Black Ranger is "the coolest."

GM Tip: There should be applause from grateful students as well as many cell phones recording the Ranger's exit from the dorm into the hallway. Today the Power Rangers saved lives, and these students appreciate their timely intervention. The characters should (at the GM's discretion) receive a Story Point before continuing on. After all, being a hero is what Power Rangers is all about!

THE ROOFTOP CHICKEN COOP

Whether the characters decide to head straight to the rooftop upon entering the dorm building or they learn about the rooftop after visiting Emmy and Anika's apartment, they discover **Chunky Chicken** tormenting students in the open-air area.

Thanks to the MEGA Feed and a healthy dose of sunlight, Chunky Chicken has transformed and is showing the trapped Emmy Sorich and 2 other students what it's like to be "cooped up" in a wire cage all day. Chunky Chicken is also hangry (hungry and angry), so he's on a short fuse. If the Rangers hadn't shown up, things might have gotten much worse. Chunky Chicken knows that the MEGA Feed made him strong! Now he wants MEGA Feed and he won't let the Rangers stand in his way.

Stairwell Door

The door from the stairwell to the rooftop is unlocked but closed. Several chickens flap and scatter away from the stairwell door as it is opened.

Chicken Coop

There are three students trapped uncomfortably inside a chicken coop located in the corner of the rooftop patio. They are fearfully squatting, pressed up against the sides of the chicken wire enclosure. A large chicken monster pours animal feed down onto the trapped students, taunting them.

Let's see how you like being cooped up all day! Now give me that "good" feed or else! I'm feeling... Peckish!!! BA-CAWK!!!

GM Tip: Combat Prep for Chunky Chicken Battle

- Like Pudgy Pig before him, Chunky Chicken hasn't consumed enough MEGA Feed to be at full strength. Unless you decide otherwise, **Chunky Chicken doesn't have enough energy to summon his Giant Scissors for this combat, so run this fight without using the *Giant Scissors* or *"Teleportation"* abilities unless you really believe your players are up to the challenge or are running this scenario with characters who have advanced beyond level 2.**
- Chunky Chicken is "*hangry*" and is fighting out of anxious frustration. He will **not** make the most logical or strategic choices during this combat and will just make the most obvious ones. For example: Chunky Chicken *could* take a hostage

or simply fly away, but he's angry that the Power Rangers are standing between him and his next meal, so he will simply attack them.

- Chunky Chicken can hover, and this combat takes place on the dormitory rooftop, five stories above ground level. This could potentially be very dangerous for any *non-flying* characters. Chunky Chicken will occasionally use this to his advantage. Furthermore Chunky Chicken cannot fall or take damage from falling in this combat, but the Rangers certainly can.

GETTING KNOCKED OFF THE BUILDING

Chunky Chicken can levitate and will attempt a Flying Kick by running at least 10' and slamming a single target backwards, knocking Rangers over the edge of the building whenever possible. This special attack doesn't do any damage to a character's health, but it does push a character backwards 20 feet. Chunky Chicken will only use this attack when it will result in a character falling off the edge of the building.

When this attack exceeds a character's Toughness, a player may:

Make a **DIF 14 Strength (Brawn) or Speed (Agility) Skill Test** to grab onto something (a pipe, some electrical wires, the building's edge) so they don't fall over. *Grabbing Chunky Chicken to save oneself is not possible during this attack, but good try Yellow Ranger!*

1. If successful, describe (or allow the player to describe) how they deftly reach out and narrowly escape a long and disastrous fall.

2. If unsuccessful, the character is knocked off the building! The character will hit the ground at the beginning of their next turn, unless something breaks the fall.

a. If another Ranger is within movement range and tries to save them, they may spend their Action to sprint over and grab the character, saving them from plummeting to the ground far below. This is an appropriate time to award a Story Point to a player who makes this heroic save!

b. If a Ranger falls and no one saves them, they will fall over 50 feet through the large trees surrounding the building to the ground below! Upon impact they will suffer 5 Damage.

c. The character may attempt to Mitigate Fall Damage as per the rules below:

Whenever a creature falls, they are allowed to try and mitigate the falling damage they will suffer by "rolling with the impact", if the GM believes it is possible. This Action requires an **DIF 15 Strength (Brawn) or Speed (Acrobatics) Skill Test.** If successful, the damage is halved, rounded up. A critical success would result in the damage being halved again.

d. RETURNING TO THE FIGHT: Not only does falling hurt, it takes that fallen character out of the combat! If they return immediately at full speed, it will take that Ranger three rounds to get back to the top of the building. This return time can be greatly shortened by Clancy the Ostrich, if the character is in her good graces.

CLANCY UNBOUND!

This event triggers if a character is knocked off or dangles over the edge of the building during this combat, or if one of the Rangers looks out over the city from the rooftop.

Clancy the Ostrich has found her stride and is now enjoying her freedom as she runs the streets of Angel Grove. What luck! Clancy happens to be in this part of town during this part of the combat with Chunky Chicken. Clancy will only interact with a character who is falling or has fallen. Otherwise, the players will see Clancy, but she will run by the dormitory unaware of them.

If the characters have met and dealt with Clancy earlier, then Clancy will react as follows:

Foe. Fear the Wrath of Clancy: The foe character sees Clancy accelerate towards them as they plummet. At the last moment, Clancy adjusts his speed, allowing the character to hit the ground, at which point Clancy can accelerate, stepping on the character as she runs past and on to find greener pastures. This causes no damage, but it does force a character Prone, no doubt adding insult to injury. Clancy will shoot that character a dirty look and run around the corner, escaping to freedom.

Ignore: The ignored character sees Clancy accelerate towards them as they plummet. At the last moment, Clancy stops short, allowing the character to hit the ground. Clancy pecks at the ground as if nothing special has happened, pointedly look everywhere but at the character, and then dart off, in a rush to continue her day.

Friend: When Clancy detects a friend falling, she speeds up, getting underneath the fallen Ranger, breaking their fall on her feathery back! Clancy is a very big, very strong bird. If the character succeeds on a **DIF 15 Strength (Athletics) or Speed (Acrobatics) Skill Test**, they suffer no damage from the fall. Failing the test results in only 3 damage from the fall, thanks to Clancy. After this Clancy squawks at the character, lets them down gently, and takes off to freedom!

Tribe of Clancy: Clancy speeds to any recognized tribe friend that is falling, center herself underneath the character, and catch them, breaking their fall on her feathery back while maneuvering to ensure no harm comes to the character! Upon a **DIF 12 Strength (Athletics), Speed (Drive), or Smarts (Animal Handling) Skill Test**, the character hangs on to Clancy's neck as Clancy changes directions and runs into the dormitory and up the fire escape stairs, returning the character to the fight after 1 round! At the top of the stairs, Clancy will squawk at the character and run back down and out of the building. If the Skill Test is unsuccessful, Clancy will gently let the character down where they are caught and run off.

Chunky Chicken (normal)

THREAT LEVEL: 5

SIZE: LARGE **HEALTH:** 5
TOUGHNESS: 16 **EVASION:** 14
WILLPOWER: 12 **CLEVERNESS:** 11

GROUND MOVEMENT: 30 feet

Chunky Chicken is a cruel monster who will do anything to please its master's bidding. A cunning and spiteful fiend, it also has the ability to rip holes in the Grid, which it uses to teleport. It is a vicious fighter, using its giant shears against its opponents, and it has no qualms harming even innocent bystanders if they serve it no purpose.

SKILLS:

Brawn +4
Melee +d8*
Perception +d4*
Stealth +d4
Languages: Putty

ATTACKS:

(Excluded from this battle) Giant Scissors (Melee): +d8*, Reach (Toughness, 1 Sharp Damage)

The Chunky Chicken has a giant pair of shears that it uses both as a melee weapon in combat and as a shield to deflect ranged attacks with single swings.

POWERS:

(Excluded from this battle): Teleportation (2/Scene, Move): Chunky Chicken can cut a hole in the Grid with its Scissors and enter to teleport to another place up to 100 feet away.

Levitate (Move): Chunky Chicken can float up to 60 feet in the air, but it cannot fly.

Upon defeating Chunky Chicken, read or paraphrase the following:

> *"Bah! Looks like my goose is cooked! SQUAWK!!!"*
>
> **With an explosion of foul smelling white smoke and sparks, the dangerous monster fowl that you have been fighting is suddenly replaced by a rather unimpressive rooster. It flaps its wings menacingly at you before it is distracted by whatever bits of feed or scrap that it discovers underfoot. The students, both those still trapped in the coop and the new onlookers (many holding cell phone cameras and are still recording) cheer for your victory!**

After the combat with Chunky Chicken, the characters can recapture the (now harmless) rooster and chickens, release the trapped students (if they haven't already done so), search for clues or talk to the farmer's daughter Emmy Sorich.

Emmy Sorich

Emmy is happy to tell the Rangers what she knows. If asked, she knows the following:

- Her name is Emmy Sorich. She attends UCAG (University of California, Angel Grove) where she's an Agriculture Major with a focus on Sustainable Foods. She lives here at the Mallow Dormitory Hall with her roommate Anika Patel.
- Her father, Micky "Farmer" Sorich brought her the bag of MEGA Feed about 3 days ago, when he was visiting with his pet toad, Lollihops. Her family's farm is located in Trang Canyon in North Angel Grove.

- Emmy has been feeding the chickens at the dormitory coop with the MEGA Feed that her father gave her. Over the last few days, the rooster has snapped up most of the food before the other chickens have had a chance to get any, and he became more aggressive and larger than usual. Today, the chicken monster seemed to just appear out of nowhere!
- If the Rangers mention Farmer Sorich to Emmy, she will suddenly remember that her Mom and Dad tend to worry about her, so she will rush back downstairs to her room to call them.
- Before leaving, Emmy expresses concern to the Rangers that perhaps the same problem could happen on her father's farm.

MEGA FEED

IF THE PLAYERS NEED HELP PUTTING TOGETHER THE CLUES, ALPHA 5 MAY GIVE THEM THIS INFORMATION:
"WE BELIEVE YOU HAVE UNCOVERED A PLOT BY LT. BABOO! THIS MEGA-FEED YOU'VE DISCOVERED BEARS HIS MARK! IF IT WERE TO GET INTO THE FOOD SUPPLY IT COULD AFFECT MANY MORE ANIMALS TURNING THEM INTO... MONSTERS!!! WE NEED TO TAKE THAT MEGA-FEED OUT OF CIRCULATION BEFORE IT GETS USED! DO YOU HAVE ANY IDEA OF WHERE TO LOOK FOR IT, RANGERS??"

MEGA Feed Bag

Speaking to Emmy or searching the destroyed chicken coup will turn up another empty bag of animal feed with the same small logo of a watch face eclipsing the sun. This is stamped onto the face of the feed bag.

A successful **DIF 11 Smarts (History or Grid Knowledge) Skill Test** reveals that this is the mark of Baboo, one of General Repulsa's lieutenants. The logo can also be identified by Alpha or Zordon, and the characters may attempt to find this information in the Command Center's archives via a computer scan.

If the Rangers have already visited the Sorich farm, the Ranger with the highest Perception will recognize and remember seeing that symbol on a few of the feed bags in the feed shed at Farmer Sorich's farm.

Emergency Call

At the conclusion of the investigation at the dorms, the Ranger's Wrist Communicators will come to life, as they are signaled by Zordon from the Command Center.

"Rangers! We are tracking multiple disturbances around Angel Grove. Return to the Command Center at once! Alpha, teleport the Rangers as soon as they are ready..."

A sudden flash of white light envelops you all. You feel yourself lifted high into the air and flash across the city. Moments later your reform miles away deep within the Command Center in front of the glowing visage of your mentors Zordon, and Alpha 5.

MAP 1: ROOFTOP CHICKEN COUP

Part 3: Frenzy on the Farm

The Command Center

Alpha 5 greets the Rangers with excitement and concern.

> *Ay yi yi yi yi! We only just became aware of your battle with Chunky Chicken and Pudgy Pig! Those are serious enemies! Are you alright? Oh... I was so worried for you Rangers!*

Zordon will explain that he and Alpha 5 had been working together out of range of the Wrist Communicators, thinking they wouldn't be needed on the Ranger's fun day off at the Angel Grove Fair.

> **ZORDON Speaks:**
>
> *"Apologies Rangers! Alpha and I were deep within the Power Chamber, far below the Command Center preparing new weapons systems that we hope to have ready for you soon. Too late did we learn about the attacks you have been dealing with at the Angel Grove Fair and University!*
>
> *We have reviewed your most recent battles and discoveries. Excellent work Rangers!"*

If the Rangers bring up the logo on the feed bags, Alpha 5 will confirm that it is the mark of one of Rita Repulsa's commanders, a quantum chemist named Lt. Baboo.

GM Tip: Allow the PCs to figure out the answer of where to go next (The Sorich Farm) on their own if they can. If they do, read the success response below. If the Rangers are stuck on what to do next, read the booster response instead.

Success response:

ZORDON Speaks:

"An excellent summation, Rangers! I am impressed with the way you have handled yourselves and this situation. I am increasing your access to the Morphin Grid, that you may better deal with whatever you may find at the Sorich Ranch. Go now Rangers, and may the Power Protect you!"

Booster response:

"BOOOOP! BOOOP! BOOOOP!"

The blaring sound of an alarm klaxon goes off alarming even Zordon…

Alpha-5 Speaks:

"Ay yi yi yi yi! Zordon! There's a new disturbance in the Grid! It seems to be coming from… Trang Canyon! A place called Sorich Farms!"

ZORDON Speaks:

"Rangers! Even though you have gone above and beyond the call already, I'm afraid I must ask you to step into action yet again!" Go to this "Sorich Farms" and find out what the disturbance is! Go now Rangers, and may the Power Protect you!"

A powerful thrum can be felt throughout the Command Center as the pillars on either side of Zordon's image spark to life with crackling energy. This powerful energy lances outward in multi-colored arcs finding each Power Ranger in the room. The Morphin Energy fills each Ranger and heals any damage they may have. The Rangers are then transported to Sorich Farm.

GM Tip: The following section begins the final combat between your players and this adventure's boss monster threat, **Terror Toad**.

Read through the prep sections in their entirety before starting the section to best decide how to challenge your players.

Sorich Farm

Although Farmer Sorich has used up most of the MEGA Feed he unknowingly received from Baboo, the run-off animal waste from Cupcake and leftover MEGA Feed has attracted crickets and flies! Farmer Sorich's pet toad, Lollihops, finds these insects irresistible, and after consuming a feast of bugs that have been eating the MEGA Feed, Lollihops transforms into Terror Toad!

When the Power Rangers teleport to Sorich Farm, the quiet scenery of the rustic ranch is interrupted by a piercing scream that shatters the homespun simplicity of the afternoon. Suddenly, a refrigerator bursts through the roof of the farmhouse!

THE FINAL CHOW DOWN

Farmer Sorich's wife and a few farm workers run past the Rangers, screaming that a monster has swallowed the Farmer and a few farm hands, each in a single gulp! A very large, very green, very horrible toad monster tears through the front door home, burping up a straw hat that looks just like the one Farmer Sorich normally wears.

GM TIP: Combat Prep for Terror Toad Battle

- Unlike Pudgy Pig and Chunky Chicken before him, Terror Toad has consumed enough MEGA Feed to be at nearly full strength!
- If your Rangers enter this battle at level 1 or 2, use Battle Option 1 (Easy Mode).
- If the characters are Level 3 or above, use Battle Option 2 (Normal Mode).
- If you wish to give your players a big challenge, or if your party size is greater than five players, use Mighty Morphin Mode by using the Terror Toad stat block at full strength from the beginning of the fight.

"Mmmmm, Farmer Sorich tastes just like chicken! Locally sourced, organically grown… A couple more of those, and I'll be good to go! Har Har Har!"

BATTLE OPTION 1 (Easy Mode):

Although Terror Toad is a very strong foe, he needs two more victims to grow his "Battle Horn" (a unicorn-like bone spike on top of his nose) to have access to his full powers. Before engaging with the Rangers, Terror Toad will target easier prey for his first two rounds and will not attack the Rangers until then. This will give lower level characters a chance against this strong Threat.

Round 1: In the first round, characters using ranged weapons may attack Terror Toad against his Evasion Score (12) instead of trying to overcome his Toughness Score (16)! You may describe the ranged attack (if it hits) as hitting him hard and seeming to cause him great discomfort.

Terror Toad will attack and attempt to consume a victim on each of his first two turns, targeting a fleeing farmhand. Once he has successfully eaten the first of two victims, read or paraphrase the following:

Terror Toad leaps powerfully, landing not far behind the scared farmhands fleeing from him. Terror Toad laughs as he winds up and lunges forward, his unnaturally long tongue bursting out of his mouth, lashing around the slowest farm-hand and yanking him out of his work boots and directly into Terror Toads gaping maw! The last you see of the farmer is his socked feet as Terror Toad swallows him whole!

Terror Toad reaches up to feel the top of his nose where a bone spiked horn has begun to appear!

Round 2: Terror Toad is still looking to top off his power, although he will spend one more round "feeding." This is the team's last chance to get a couple of shots on him before he turns his full might on them. He will now use his Toughness as defense against all hits.

On Terror Toad's turn, he will target Cupcake, the prize-winning pig:

Terror Toad scans the nearby targets in a gluttonous frenzy. He hears a squealing oink! Terror Toad turns, feasting his eyes on Cupcake, the champion swine in it's pig pen! Terror Toad's eyes go wide, as does his toothy grin…

"Har har har! OH YEAH! I want my piggy back, piggy back, piggy back!"

Without so much as a moment's hesitation leaps powerfully into the air, landing mouth first on top of the massive pig's head! Terror Toad tilts his entire body back and his eyes close as he devours the 1000lb animal in a single edacious gulp! His belly bulges, his nose horn grows, and energy crackles around him. He opens his eyes looking directly at all of you, licking his lips.

Round 3 and beyond: Terror Toad now has access to his full statblock of abilities! He has Devoured three targets (Farmer Sorich, Bootless Farm Hand, and Cupcake the Champion Swine), so he can only use his Devour Power 1 more time! He is still a dangerous foe and will fight to put down the Power Rangers and eat his way through Angel Grove! Run the rest of this fight as you see fit, using the statblock for Terror Toad below.

BATTLE OPTION 2 (Normal Mode):

Terror Toad begins as a stronger Threat in Normal Mode, and he only needs to consume one more victim to grow his "Battle Horn" (a unicorn-like bone spike on top of his nose) to have access to his full powers. Before engaging with the Rangers, Terror Toad will target easier prey for the first round and will not attack the Rangers until his second turn.

Round 1: Terror Toad begins this mode with his Energy Shield Perk intact, with a Toughness of 16.

On Terror Toad's first turn, he will target the easy victim, Cupcake, the prize-winning pig:

> **Terror Toad scans the nearby targets in a gluttonous frenzy. He hears a squealing oink! Terror Toad turns, feasting his eyes on Cupcake, the champion swine in it's pig pen! Terror Toad's eyes go wide, as does his toothy grin…**
>
> ***"Har har har! OH YEAH! I want my piggy back, piggy back, piggy back!"***
>
> **Without so much as a moment's hesitation leaps powerfully into the air, landing mouth first on top of the massive pig's head! Terror Toad tilts his entire body back and his eyes close as he devours the 1000lb animal in a single edacious gulp! His belly bulges, his nose horn grows, and energy crackles around him. He opens his eyes looking directly at all of you, licking his lips.**

Round 2 and beyond: Terror Toad now has access to his full statblock of abilities! He has Devoured two targets (Farmer Sorich and Cupcake the Champion Swine), so he can use his Devour Power 2 more times! He will fight to put down the Power Rangers and eat his way through Angel Grove! Run the rest of this fight as you see fit, using the statblock for Terror Toad below.

Terror Toad (normal)

THREAT LEVEL: 5

SIZE: LARGE | **HEALTH:** 3
TOUGHNESS: 16 | **EVASION:** 12
WILLPOWER: 12 | **CLEVERNESS:** 12

GROUND MOVEMENT: 20 feet, Swim 20 feet

An especially cruel creature, the Terror Toad is known for his biting words and appetite for swallowing people whole! The Terror Toad will trap its victim psychically by mocking them and breaking down their willpower, eventually consuming them to increase its attacks. Terror Toad is incredibly powerful, especially once it has eaten, but its horn is the source of that power. If damaged, it can no longer use its energy attacks.

SKILLS:

Might +d6
Diplomacy +d4
Intimidation +d6
Perception +d4
Targeting +d4
Languages: Putty

PERKS:

Energy Shield: Terror Toad has incredible defense, easily shrugging off most attacks and deflecting laser blasts with an energy shield projected from its belly.

Amphibious: The Terror Toad can breathe air and water.

Immunity: Poison

ATTACKS:

Claws (Might): +d6, Reach (Toughness, 1 Sharp Damage)

Terror Toad's clawed hands do piercing damage, even through armor or metal.

Tongue (Might): +d6, Reach 25 ft. (Evasion, grapple)

Terror Toad's long tongue is used to incapacitate his enemies. On a successful attack, the target is grappled and pulled up to 30ft towards the Terror Toad. Until this grapple ends, the creature is restrained, and the Terror Toad cannot constrict another target.

Energy Beam (Targeting): +d4, Range 60 ft. (Evasion, 1 Energy Damage)

The Terror Toad emits a beam of light in a 60-foot line, affecting all targets within the area.

Energy Sphere (Targeting): +d4, Range 50 feet (Evasion, 1 Energy Damage)

Terror Toad emits an energy tongue from the horn on his head that turns his foes into energy spheres. Any creature successfully turned into an energy sphere receives 1 Energy Damage and is paralyzed for 1 round, able to be consumed by the Terror Toad until the end of their next turn.

POWERS:

Devour (4/Scene, Move and Attack): Terror Toad may use both his move and attack actions to devour any creature it has Grappled or trapped in an Energy Ball. The creature is still alive but loses 1 Essence for each round they remain inside Terror Toad's large stomach. Any creature that is devoured may try to escape with a DIF 30 Strength (Brawn or Might) **SKILL TEST** or if Terror Toad is defeated. Terror Toad gains ↑1 shift to all Energy attacks for each creature it has devoured.

HANGUPS:

Weak Point: Any hit made against the Terror Toad that exceeds its toughness by more than 12 is considered a direct hit to its horn, taking away its ability to use its Energy Beam or Energy Spheres.

CLANCY UNSTOPPABLE!

At your discretion, you may (if the PCs need help or you just want to interject some random fun into your fight) have Clancy the Ostrich appear yet again for a drive-by cameo!

As you fight for your lives, you notice a dust cloud in the distance. Blazing through the open farmlands, you see it. Is it a chicken? No...it is an Ostrich! It comes to a fork in the road, and pauses.

Clancy the Ostrich now owns her freedom as she runs the streets of Angel Grove. For the purposes of dramatic license, or perhaps fate, Clancy has made her way across Angel Grove to the more open roads and lands of Trang Canyon during this part of the fight!

If the characters have met and dealt with Clancy earlier, then Clancy will react as follows, taking one round for each player in their initiative order:

Foe. Fear the Wrath of Clancy: When Clancy detects the offending character, she will speed up, bump or peck the character, and then take off! The character will be forced to make a **DIF 11 Strength (Brawn) Skill Test**. If successful, nothing else happens. A failure causes no damage, but the character will be knocked Prone. With that Clancy accelerates, darting off to find greener pastures. Clancy will shoot that character a dirty look and run off into the sunset, escaping to freedom.

Ignore: When Clancy detects the commotion, she will speed up to investigate! The character will see Clancy run right through the battle and out the other side towards the fruits and vegetables in the lush garden. After a round of devouring carrots and tomatoes, Clancy will move on to any other characters, in order, and then finally be on her way, ignoring the rest of the battle.

Friend: When Clancy detects a friend, she runs through the battle, turns on a wing, and begins pelting Terror Toad with harmless yet annoying pecks for 1 round. This befuddles and agitates Terror Toad, granting the friend character Edge on all attacks against Terror Toad until the end of their next turn.

Tribe of Clancy: Clancy charges into battle, finds the character, and attacks Terror Toad with a combination of a Peck and Might +d6* Kick at Terror Toad. This gives her tribe-mate character an Edge on all attacks against Terror Toad until the end of their next turn and befuddle Terror Toad, causing him to lose his next Action. Clancy squawks and winks at the character before moving on.

Combat Conclusion

Upon defeating Terror Toad read the following:

TERROR TOAD Roars:

"Gah! Stop! I'm actually a prince! It ain't easy being greeeeen!!"

With an expulsion of foul, billowing yellowish white smoke and sparks, the terrible and gluttonous fiend transforms back into Lollihops, a rather impressive horned toad. It sits there, rather nonplussed, until its tongue whips out and snaps an escaping insect out of the air.

Splayed around the great toad is a befuddled Farmer Sorich, a flummoxed Cupcake the pig, and whomever else Terror Toad was able to Devour. In the distance you see the farmhands emerging from their hiding spots, approaching police, and other onlookers, and they begin to cheer for your victory! News and police helicopters circle the area, further chronicling your heroic deeds!

Once the Power Rangers take their kudos and say goodbye to the extremely appreciative Farmer Sorich, Alpha 5 contacts them on their Wrist Communicators, ready to teleport them back to the Command Center.

Once the Rangers return to the Command Center, Zordon and Alpha 5 greet them and commend them for their heroic actions. At the conclusion of this adventure, read or paraphrase the following:

ALPHA-5 Narrates:

Ay yi yi! You did it Rangers! You stopped Baboo's plan of spreading MEGA-Feed across Angel Grove before the monster situation got out of control! You are really growing into your own Rangers!

ZORDON Narrates:

You are correct Alpha 5! Once again, you Rangers have gone above and beyond what was expected of you. Even without our help, you defeated several foes that could have harmed the citizens of Angel Grove. You have halted the Gluttonous rampage Pudgy Pig, Chunky Chicken and the Terror Toad, saving Angel Grove from yet another of General Repulsa's devious plans.

ALPHA 5 Narrates:

"But Zordon! It's not like General Repulsa to send in half baked monsters! Even though they were dangerous to the general population, what was the strategic advantage of attacking a farm, a college dorm or a..."

The blaring sound of an alarm klaxon interrupts Alpha 5.

ALPHA 5 Narrates:

Ay yi yi yi yi! General Repulsa is at it again already!

ZORDON Narrates:

"It seems as though these monster attacks were just a diversion! Because of your amazing teamwork and our imminent need, I am going to grant you access to more of the Morphin Grid Power.

Are you ready? Welcome to the next Level Power Rangers."

The characters are once again filled with the healing power of the Morphin Grid, restoring their Health, and returning their full complement of Perks and Powers. The characters may now advance a level, ready to fight the next Threat against Angel Grove. It's Morphin' Time!

It's a great day for a fair! In this adventure for the ***Power Rangers Roleplaying Game*** "A Glutton for Punishment", your team of Power Rangers will battle the likes of Pudgy Pig, Chunky Chicken, and Terror Toad! Included is a full color Game Master screen, including helpful rules, reference tables, and information to help streamline your table experience. This story is a great follow up to the introductory adventure found in the Power Rangers Roleplaying Game Core Rulebook.

- 32 page booklet featuring "A Glutton for Punishment," an adventure for low level players
- Beautiful Power Rangers artwork for the outer GM Screen panels by Steve Morris
- Reference tables and key rules to streamline gameplay inside the GM Screen
- This adventure requires the ***Power Rangers Roleplaying Game*** Core Rulebook

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